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**5 An object oriented dynamic simulation architecture for rapid spacecraft prototyping**

*Strunce, R.R., Jr.; Maher, F.H.;*  
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Design & Test of Computers, IEEE, Volume: 19, Issue: 4, July-Aug. 2002  
Pages:28 - 38[\[Abstract\]](#)   [\[PDF Full-Text \(1079 KB\)\]](#)   **IEEE JNL****2 A methodology for testing intrusion detection systems***Puketza, N.J.; Zhang, K.; Chung, M.; Mukherjee, B.; Olsson, R.A.;*  
Software Engineering, IEEE Transactions on, Volume: 22, Issue: 10, Oct. 1996  
Pages:719 - 729[\[Abstract\]](#)   [\[PDF Full-Text \(1288 KB\)\]](#)   **IEEE JNL****3 An XML description language for Web-based network simulation***Canonico, R.; Emma, D.; Ventre, G.;*  
Distributed Simulation and Real-Time Applications, 2003. Proceedings. Seventh IEEE International Symposium on, 23-25 Oct. 2003  
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Terms used [load](#) [server](#) [utilization](#) [server cluster](#) [simulation script](#)

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1 [An adaptive load balancing scheme for web servers](#)

James Aweya, Michel Ouellette, Delfin Y. Montuno, Bernard Doray, Kent Felske

January 2002 **International Journal of Network Management**, Volume 12 Issue 1

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This paper describes an overload control scheme for web servers which integrates admission control and load balancing. The admission control mechanism adaptively determines the client request acceptance rate to meet the web servers' performance requirements while the load balancing or client request distribution mechanism determines the fraction of requests to be assigned to each web server. The scheme requires no prior knowledge of the relative speeds of the web servers, nor the work required t ...

2 [Video Streaming 1: A Demand Adaptive and Locality Aware \(DALA\) streaming media server cluster architecture](#)

Zihui Ge, Ping Ji, Prashant Shenoy

May 2002 **Proceedings of the 12th international workshop on Network and operating systems support for digital audio and video**

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The wide availability of broadband networking technologies such as cable modems and DSL coupled with the growing popularity of the Internet has led to a dramatic increase in the availability and the use of online streaming media. With the "last mile" network bandwidth no longer a constraint, the bottleneck for video streaming has been pushed closer to the server. Streaming high quality audio and video to a myriad of clients imposes significant resource demands on the server. In this work, we pro ...

**Keywords:** demand adaptive, locality aware, server cluster, streaming media

3 [Managing energy and server resources in hosting centers](#)

Jeffrey S. Chase, Darrell C. Anderson, Prachi N. Thakar, Amin M. Vahdat, Ronald P. Doyle


October 2001 **ACM SIGOPS Operating Systems Review , Proceedings of the eighteenth ACM symposium on Operating systems principles**, Volume 35 Issue 5

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Internet hosting centers serve multiple service sites from a common hardware base. This paper presents the design and implementation of an architecture for resource management in a hosting center operating system, with an emphasis on *energy* as a driving resource management issue for large server clusters. The goals are to provision server resources for co-hosted services in a way that automatically adapts to offered load, improve the energy efficiency of server clusters by dynamically res ...

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### 1 [A comparative study of parallel algorithms for simulating continuous time Markov chains](#)

David M. Nicol, Philip Heidelberger

October 1995 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 5 Issue 4

Full text available:  [pdf\(2.21 MB\)](#)

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This article describes methods for simulating continuous time Markov chain models, using parallel architectures. The basis of our method is the technique of uniformization; within this framework there are a number of options concerning optimism and aggregation. We describe four different variations, paying particular attention to an adaptive method that optimistically assumes upper bounds on the rate at which one processor affects another in simulation time, and recovers fr ...

**Keywords:** Markov chains

### 2 [Video Streaming 1: A Demand Adaptive and Locality Aware \(DALA\) streaming media server cluster architecture](#)

Zihui Ge, Ping Ji, Prashant Shenoy

May 2002 **Proceedings of the 12th international workshop on Network and operating systems support for digital audio and video**

Full text available:  [pdf\(164.62 KB\)](#)

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The wide availability of broadband networking technologies such as cable modems and DSL coupled with the growing popularity of the Internet has led to a dramatic increase in the availability and the use of online streaming media. With the "last mile" network bandwidth no longer a constraint, the bottleneck for video streaming has been pushed closer to the server. Streaming high quality audio and video to a myriad of clients imposes significant resource demands on the server. In this work, we pro ...

**Keywords:** demand adaptive, locality aware, server cluster, streaming media

### 3 [Input/Output: Energy conservation techniques for disk array-based servers](#)

Eduardo Pinheiro, Ricardo Bianchini

June 2004 **Proceedings of the 18th annual international conference on Supercomputing**

Full text available:  [pdf\(174.29 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper, we study energy conservation techniques for disk array-based network

Terms used

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## 1 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  pdf(4.21 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

## 2 [Cluster resource management: An integrated experimental environment for distributed systems and networks](#)

Brian White, Jay Lepreau, Leigh Stoller, Robert Ricci, Shashi Guruprasad, Mac Newbold, Mike Hibler, Chad Barb, Abhijeet Joglekar

December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI

Full text available:  pdf(2.10 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Three experimental environments traditionally support network and distributed systems research: network emulators, network simulators, and live networks. The continued use of multiple approaches highlights both the value and inadequacy of each. Netbed, a descendant of Emulab, provides an experimentation facility that integrates these approaches, allowing researchers to configure and access networks composed of emulated, simulated, and wide-area nodes and links. Netbed's primary goals are ease ...

## 3 [Managing server load in global memory systems](#)

Geoffrey M. Voelker, Hervé A. Jamrozik, Mary K. Vernon, Henry M. Levy, Edward D. Lazowska

June 1997 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1997 ACM SIGMETRICS international conference on Measurement and modeling of computer systems**, Volume 25 Issue 1

Full text available:  pdf(2.26 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

New high-speed switched networks have reduced the latency of network page transfers significantly below that of local disk. This trend has led to the development of systems that use network-wide memory, or *global* memory, as a cache for virtual memory pages or file blocks. A crucial issue in the implementation of these global memory systems is the selection of the target nodes to receive replaced pages. Current systems use various forms of an approximate global LRU algorithm for making the ...

4

[Server performance and scalability: A method for transparent admission control and](#)

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